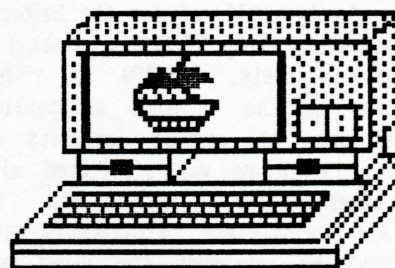


South Jersey Apple User's Group



January
1990

Candy Apple

Main Meeting - January 19th Tax Preparation Programs

Voorhees Community Center - 7:30 p.m.

See Back Cover for Map

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Candy Apple Deadline for February - February 1st

The **Candy Apple** is published for the members of the **South Jersey Apple User's Group (SJAUG)** and other computer clubs on an exchange basis. **SJAUG** is a non-profit organization devoted to the exchange of public domain information, ideas, and the common interests of Apple Computer users and is in no way affiliated with Apple Computers or any other commercial organization. The views expressed herein are the sole responsibility of each author and do not necessarily represent the views of **SJAUG**. Newsworthy material, classified advertisements and any other **Candy Apple** related material should be mailed to the editor: **Wanda Bullion, 4 Constitution Blvd., Berlin, NJ 08009**.

Membership renewals and all other correspondence to the club should be addressed to:

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Anyone willing to volunteer help in their particular area of expertise, please contact the editor.

MEMBERSHIP in SJAUG

Membership in **SJAUG** is open to all interested Apple and/or Apple-compatible computer users. Annual dues are \$15.00 per individual, \$20.00 per family. Make checks payable to **SJAUG** and mail to the P.O. box listed above.

*** Club Notes ***

*** by Gus Banks ***

This issue of the **Candy Apple** leads the **South Jersey Apple User's Group** into its third decade. We started as a group of hackers who were interested in improving both the software and hardware to get the most out of their Apples. Apple has evolved from the Apple II to the IIGS and the family Macintosh. Apple clones have developed, the Franklin and Laser. Software for these computers has improved and become increasingly sophisticated. During this time the club's membership grew until in the early 80s there were over 400 members. Then just as home computers were giving way to easier fads that required less work, club membership shrunk down to about 85 a few years ago. But the Apple is alive and well in homes, schools and businesses. The club has started a slow growth again and we now have about 150 members. And what I have found interesting is that while our current members' interest is different from the clubs original members, their objective is still the same - to get the most from their Apple's hardware and software. And **SJAUG** is still there to help its members.

Starting the decade of the 90s the club offers information sources of both the **Candy Apple** and the BBS. There are expanding Apple II and IIGS disk libraries. The club is in good shape and moving forward. The club has proved resilient to changes in the past and will do so in the future.

Looking to the immediate future, this month's meeting will be a program discussing different tax preparation programs. These programs don't make paying any easier but they do help to make our preparation both easier and faster.

February's program will be the club's second annual computer generated art contest. This will give all the graphic artists an opportunity to display their talents. There will be a judging and awards. Please look for the rules elsewhere in this issue. Also in February will be the annual election. All of the club's current officers will be stepping down. Although we are fortunate enough to identify individuals to fill these postions, they are elected postions and anyone interesed in running for an office please contact me.

March's meeting will be a presentation on HyperStudio. continued on page 3

Last month's meeting was our fourth annual holiday party. The club provided sodas and cookies for refreshment. Bev Darkatsh, our club's refreshment chairperson, did an excellent job in having the refreshments ready for our meeting. Prior to the refreshments we were greeted by digitized holiday music provided by the Bullions. Then Claris presented an AppleWorks 3.0 program.

It looks like a good start for the club for both the new year and the new decade.

For all the club's officers I would like to wish all our members, "Happy New Year."

See you at the meeting.

ART CONTEST

The club will be having an art contest in February. The contest will be judged and there will be prizes. The rules are that all pictures must be original computer generated art. There will be the following categories:

- Black and White Printed
- Color Printed
- Apple color computer picture
- Apple Animated Picture

The use of computer programs to develop the entry is authorized. Programs should be identified. Scanned or Video pictures which are digitized will be permitted if they have been modified.

***** NEWS FLASH *****

APPLEFEST MOVES TO NEW JERSEY !!

According to member Gloria McCoy, the latest issue of **Scarlett**, the newsletter from **Big Red Apple Computer Club**, announces the site for Applefest in May has been moved from Boston to Somerset, New Jersey. It is scheduled for May 4-6, 1990, at the Garden State Convention Center in Somerset. Cambridge Marketing, organizers of the event, decided on the move to increase attendance from the New York and Philadelphia areas. Thanks for the tip, Gloria! See you at Applefest?

"REGULAR" DISK-OF-THE-MONTH

By P. Mark Wannop

Our "regular" Disk-Of-the-Month is a set of three arcade style games, just a little late for Christmas... You need a joystick to play these, but they will run on any Apple II series computer. A color monitor is preferable also (after all, they're games).

All three games are good old shoot-'em-up style programs, and will keep the game player occupied; nice graphics and movement are featured, along with the occasional appropriate noise...

I said this one was a tad late for Christmas, because the first game on this disk is called **"Silent Night"**. This one finds your character standing outside "your" house, looking up at Santa Claus and his reindeer flying by.

But there are also some flying saucers up there, and they're not at all friendly. In fact, the buggers will shoot at you and kill you if you don't shoot them first. You get points with each UFO you shoot down, but jolly old Saint Nick and his reindeer are often in the way; you lose points if you shoot a reindeer or (gasp) Santa himself. If you manage to shoot the UFOs, Santa may deliver you a present - but you can't trust anyone in computer games....Watch out for that gift...

"Big Mac Attack" is another shoot-the-UFOs game, but this time the enemy comes in a flying fast-food restaurant. The folks in the golden arches are serving up some nasty little bombs that try to hit you, and you've got to avoid or shoot down those bombs. Can you knock out the levitational hamburger stand? I dunno... I couldn't, but I'm not the greatest arcade game player...

"King Tuts Revenge" has a nifty little screen on it; "you" are located at the bottom of a pyramid, and there are little bombs bouncing around all over the place that will knock you out if you don't shoot 'em first. And then you've got to avoid the spider creatures that are crawling around; you CAN kill them, but it takes several hits to do it! Oh, and watch out for falling mummies or masonry blocks; if they fall on you, you lose a life. And once they've fallen, your horizontal movement is curtailed until they go back in place again.

The disk boots with a load program that allows you to choose which game you wish to play; it takes a little while for the game to load once selected, as each game is 127 sectors in length. After a game is over you can re-play that game by hitting your enter/return key. Going to another game requires re-booting your machine.



BEAR



BEAR GET WELL



BEAR LG



BEARS 3



APPLE



AQUARIUM



BAT



BATTY

BASIC.Notes

By Mike Wogan and Steve Opfermann

This column is a running series of ideas for using BASIC, given in no special order. We are interested in your feedback. If you know of some techniques for using BASIC that we haven't covered, we'd like to hear about them. Also, if you have questions, please let us know.

Saving an AppleSoft program as a text file

When you write a BASIC program and SAVE it to disk, what's saved isn't the same as what you see on the screen. The AppleSoft code has been "tokenized" to save space. That is, each command has been coded into a two digit hex code. The hex code is what is actually saved. When you LOAD or RUN a tokenized BASIC program, AppleSoft interprets each of the tokens and executes and corresponding command. However, if you try to load a tokenized BASIC program into a word-processor, you'll see that you can't read it.

But suppose you have a BASIC program that you have saved to disk, and you want to include the program listing in a word processor document. You don't want to copy it over again, do you? Here's how you can save a BASIC program to disk as a TEXT file, which can later be incorporated into a word-processor document.

Once you have a set of BASIC program statements, add the following lines of code to the beginning of the program:

```
1 D$ = CHR$(4)
2 F$ = "filename": REM Name of text file you're
   creating
3 POKE 33,33
4 PRINT D$;"OPEN ";F$
5 PRINT D$;"WRITE ";F$
6 LIST 10 - 5000
7 LIST 5500 -
8 PRINT D$;"CLOSE ";F$
9 POKE 33,40:END
```

The POKE in line 3 disables LIST formatting, so 40-character lines are not saved. The POKE in line 9 restores it. The LIST in line 6 lists lines 10 through 5000, but in this case, it is LISTed to the disk file, which has been opened in lines 4/5. The LIST in line 7 sends another section (lines 5500 to end) of the program to the disk file. Note that a portion of the program has been deliberately skipped in this example. You could send the entire program by simply saying LIST in line 6 and omitting line 7. Line 9 ends with END, which ends the program. The rest of the program will not be executed. If you want the program to be executed first, and then sent to the disk file, you could either leave off the END

statement, or put this code at the end of the program. Since most programs start with line 10, you can add this code to the program without changing any of the line numbers.

Now you can incorporate the file into a word processor document, or up-load it to a BBS that only accepts text files.

Incidentally, the Edit.Pro program is an Applesoft line editor that is available in the SJAUG disk library. Besides being a nice editor to use when you develop a BASIC program, it will also allow you to TSAVE a program to disk as a text file.

Next month we'll use this technique to merge two blocks of code into a single program.



TURKEY



UNICORN



WHALE



WOLF CUB

AppleWorks Disk for January

By Mike Wogan

Through a mishap, the AppleWorks disk for December was not available at the December meeting. The disk, which contains the DataBase Repair Kit, the National Debt game, and the Columnist, will be available at the January meeting. See the December Candy Apple for a fuller description.

The AppleWorks disk for January is a two-sided disk containing 42 files related to household interests. (I thought that since most of us had been home during the holidays, it was time for a household disk.)

There are a variety of files on the disk, including four having to do with gardening and planting, several recipe files (including cakes and cookies), a spreadsheet file containing a complete list of telephone area codes and major cities in each, a database file giving details of all 82 episodes of (the old) Star Trek, a file for figuring your golf handicap, several files for recording expenses, reconciling your checkbook, or calculating an auto loan amount, several files dealing with groceries and how to find them in the store, three files on genealogical record keeping, a database file showing dealers who handle Apple products and who have an 800 number, a database file showing which TV channels are carried on which satellites, and several files for keeping track of magazines, tapes, records, or movies.

This will give you some idea of what's on the disk. There will be a complete list of all the files, with a short explanation of each one, available at the meeting.

In Tongues by W M Carey

This month we'll use the column to relay some items in the news that you may have missed. Since my occupation requires that I read all the Apple (particularly Mac) news religiously, I may have stumbled across some items that escaped you.

Operating System version 7.0, originally expected this year, now will be delayed until late second quarter of next year. Originally, nine new features were planned for this release, but in order to expedite matters, four of them have been deferred until a future release. Of the five to be included, three will be of universal interest.

1) A new FINDER. Features not yet available.

2) Outline Fonts. Removes a lot of the 'Jaggies' from non-postscript fonts.

3) Virtual memory. Let's the disk act as an extension to main memory, effectively increasing the memory size.

IBM has climbed aboard the Multi-Media bandwagon and is thumping the drums as though it were their idea. (Actually, it may have been. They have had several multi-media applications running on main-frames for years. However, they never thought to bring them down to PC's until Apple started publicizing the idea.)

Several of their products are being readied for use on PC's including a system for authoring systems around a video disc. What they lack is the famous (or infamous) "hypercard metaphor". And any attempt to supply anything remotely similar is going to result in law-suits by Apple or all taxes will be repealed next year.

Apple's "Free Trial Run" promo appears to be somewhat less successful than the company had hoped. Not that it's a total flop, but it is generating only about 75% of the sales that were anticipated. Considering that the accompanying rebates (\$250 on a \$7000 laser printer for example) are something less than earth shaking, it's little wonder.

A new Mac virus, called WDEF has surfaced simultaneously, here and in Europe.. It has received wide publicity, but the reporting has been about as amateurish as anything I've seen in a long while.

None of the stories describe its effect. What seems to intrigue the authors most is that a bug in the virus code causes the Mac to crash.

The virus gets into a system from an infected floppy, as soon as the floppy is inserted. It doesn't wait for a program to launch.

The virus can be removed from the system (but not from the floppy which transported it) by booting from an uninfected floppy while holding down the Command and Option keys.

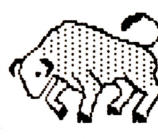
The Fax fanaticism has spread to the Mac. Available now are several cards, any of which lets the Mac be used as a Fax machine. Incoming data is stored on disk until retrieved, while any text or graphic file may be transmitted.

A 3.1 pound portable printer, a companion to the portable Mac, has been announced by Kodak. It's an ink-jet device and comes complete with Adobe Type Manager and the original laser-writer fonts. And all for only \$699.

More tidbits as they arrive.



BUG



BULL



BUTTERFLY



BUTTERFLY FANCY



COW



DOG PUPPY



DOLPHINE



DUCK



ELEPHANT INDIAN



FALCON



FISH



FISH IAC



HORSE



JACK-O-LANTERN



KANGAROO



LION



MICKEY HI



MOOSEHEAD



NO LICE



OWL



SEA



SLOW STAMP



SNAIL



SNAIL LG

Notes on Lode Runner

By Mike Wogan

Preliminary information on the new virus, Lode Runner, indicates the following:

The virus does not infect files. It installs itself in the kernel of a ProDOS 3.5" disk. (Apparently it doesn't affect 5.25" disks. Does anyone know what it does on a hard drive?) When you boot an infected disk, the virus installs itself into RAM as part of the system. When you boot the next disk, the virus installs itself on the boot track on that disk.

If you have a IIgs, you can get Lode Runner to go off by doing the following. Set the Control Panel's clock to October. The day must be an odd numbered day. The minute must be a number divisible by 8. Boot the infected disk, then use OA-CTRL-RESET, boot another, uninfected disk. The second disk must not be write-protected, or the virus won't activate. Once the second disk is booted, the virus will appear. You will see a red screen with text characters:

```
+++ SYSTEM FAILURE in : +++
08
```

The number counts down to zero, at which point the screen changes to a multi-colored scrolling background, and the following text:

```
000E      Copies.      Distr: Artistes Associes
```

```
===  LODE  RUNNER  ===
```

```
Premier virus NON-DESTRUCTEUR sur IIGS
```

```
par SUPER HACKER & SHYRKAN
du MASTERS CRACKING SERVICE 1988 Lyon
```

By the time you've read the first screen, the disk you booted has been trashed, and won't boot since the first two blocks on the disk have been over-written. (If the disk was copy-protected with a modified DOS, then it has probably been destroyed).

Being part of the ProDOS kernel on the disk, the virus cannot be detected by noticing changes in the date a file was copied. The virus does not search all the drives, the way Festering Hate does, so it can't be detected that way. It only infects one spot on the disk, so it won't destroy any sub-directories. Once it has been loaded into RAM, if you format a new disk, it installs itself there as the disk is formatted, so copying files to a new disk won't get rid of it.

Getting rid of it.

If you have gotten an infected disk and the virus has loaded itself into RAM, then you must either power down your IIgs or run the self-test. Running the self-test clears the RAM.

We will have a program available shortly which will detect the virus and attempt to correct it. In the meantime, you can check suspect disks by booting Copy II+ and run the 3.5" sector editor. Read Side 01, Track 00, Sector 00, Block 0000 of the suspect disk. If the first three bytes are:

01 A9 50

then the disk is infected. Those aren't the only bytes that are different, but they will identify the virus.

If you have a copy of Space Quest I you can use it to check all your disks. Boot any suspect disk and wait until the drive stops. Replace the disk with Space Quest and do a reset (OA-CTRL-RESET). NOTE: Keep Space Quest write protected so that it doesn't get infected. If Space Quest boots to the point where it asks you to press a joystick button then the previous disk is probably OK. If Space Quest trashes with an error message (#206) then the previous disk is probably infected.

Thanks to Brian McCaig of the British Columbia Computer Society, notes from A2-Central, and a little help from my friends.

Editor's Note:

A few weeks ago I purchased some public domain GS disks from Public Domain Exchange. One of those disks was infected with the Lode Runner virus. I had been playing some music earlier in the evening with Music Construction Set and had left the stereo on which meant the stereo card was still operational. When the Lode Runner virus was activated, the sound played through the stereo and sounded like a piercing burglar alarm. It scared me right out of my chair! PDE was very cooperative. They had discovered it in early October and were in the process of recopying every file on every one of their disks. They sent us a free program to detect the virus, a copy of which is now in the IIGS club library, and told us how to recopy the files from the damaged disk, so nothing was actually lost. But it was quite an experience!!



CAMEL



CHICKEN



COBRA



PHOENIX RISING



EAGLE



EASTER CHICK



ELEPHANT



SNOOPY

Is it virus or virii?

by Jack Bullion

News travels fast in the computer world and sometimes the news is known before the headlines are printed. This is the technological world we live in now and are rapidly becoming subject to all the idiosyncracies and foibles that are a direct result of all this development. Along with the inevitable progress come the pitfalls, and this is the subject I will attempt to put into proper perspective and hopefully enlighten a few folks along the way. My subject, for a short while, will be the antipathy of good sense and common decency, the computer virus.

I recently acquired a very up-to-date book on the subject written by John McAfee and Colin Haynes, two very knowledgeable and well spoken individuals on the subject. Their book is called "Computer Viruses, Worms, Data Diddlers, Killer Programs, and Other Threats to Your System." It has a very specific lean to the IBM world of computing, but the ideas enclosed about viruses and protection and elimination are really applicable to all users of computers, regardless of make or operating system.

I suppose a reasonable definition of just what a computer virus is would be the best starting point, so here goes. A virus is a program that has been created to insert itself into other programs, and has the ability to reproduce itself in order to maintain its existence. It can be written in such a way as to not be noticed for very long periods of time or be so powerful as to virtually explode into action the instant it is inserted into a system. They can be written to specific brands of computers or to exclude a particular brand, in short, they can be very specific or generic in their targets. Some are amusing in their effects, others are extremely damaging. The limitations of their expression are only the limits of their creator's mind and ability. Some have started out as mere tomfoolery and due to mistakes in programming, have turned out to be very costly and damaging. Unfortunately, these programs don't respond to motive, only to code, and that makes them even more dangerous.

I can't begin to analyze the type of person who writes a computer virus, but all the information I've been able to acquire shows them to be somewhat antisocial. They have a more meaningful relationship with their computer than with other human beings. After all, the computer doesn't have the ability to reprimand them or make them be responsible for their actions. They rarely talk back or disagree. Their whole world is the computer and their usual means of communication with other people is only through the computer to others doing the same thing.

We've all seen the headlines in the newspapers and magazines about how the phone company has been ravaged over the years by "hackers" who figured out how to circumvent the billing process and use the phone system to talk all over the world for free by

computer. Every so often a story appears in the media about some huge network that has been "cracked" by some hackers and enormous damage done to it. Government networks get invaded now and then and some military secrets get out to the wrong places. It isn't always some teenage whiz kid with misplaced ideals, quite often it is some person trying to wreak havoc on a former employer. Such a person did just that a couple years back and tied up 350,000 terminals on IBM's own network. In November 1988, a college student, who just happened to be the son of a prominent scientist involved in defense research, placed a virus into the Internet/Arpanet network and brought it to its knees within a few hours. He said he didn't intend any harm but it has cost over a billion dollars and untold thousands of man hours to restore the system to full operations. In our own Apple world, we've seen several viruses bloom in our midst. Some were invented here in the US and others have come from overseas. It is an international problem and is growing steadily. It may never go away, but we can control it with good sense and safe computing practices.

The whole idea of a computer virus actually began virtually with the invention of the earliest computer. In 1949, "Theory and Organization of Complicated Automata" was published by one of the early pioneers in computer development that gave the first ideas about replicating organisms. That meant programs that reproduce. In 1954, Bell Telephone published how the system worked and the "phone phreaks" figured out how to break into the system. In 1959, AT&T Bell Laboratories programmers began writing the first virus programs in a competition to destroy the core memory in the computers of competing divisions at the lab. There were also similar developments at MIT and Xerox. Around 1965, the term "hackers" was introduced. It identified those individuals who were writing their own programs and pursuing their interests in the new phenomenon of computers and their capabilities. The availability of computers for business was rising tremendously and more people were being tempted to indulge in "computer crime". The early 70's saw the rise in earnest, of the attacks on the phone system allowing break-ins to the early networks for computers. In 1974, the first self-replicating programs were demonstrated at Xerox Corporation and the "Core Wars" that had started as early as 1959 were brought to an abrupt halt by the various research facilities administrations. The following year, the earliest microcomputers enter the limelight. 1978 brought to light the capacity of the computer to be used for criminal purpose with the loss of \$10.2 million by a Los Angeles bank through the use of unauthorized telephone service and utilization of passwords and bank codes. In 1980, the personal computer is beginning its relentless development to more powerful and capable machines. The first "worm" programs are developed at Xerox laboratories. (Do I detect a certain trend here?) In 1983, the movie "War

Some notes on Icons and the GS Finder

Courtesy of Rob Moore and Jim Merritt.

1. Avoiding the dreaded "Disappearing Trashcan syndrome"

a) Do not alter the GS Finder.Icons file in any way. There are better ways to accomplish the same functions. These will be explained later.

b) Do not have any icons assigned to filenames with wildcards that also do not have the filetype specified. In fact, we highly recommend specifying a filetype for all icons you add to the icons folder. It's a rare case when you can specify a name and not also know the filetype. The subtype may or may not be specified.

c) Above all, do not attempt to replace the "generic document" icon in Finder.Icons, that is used when no other icon matches the file name or filetype. This icon serves a special purpose in the Finder icon structure and must not be altered or moved.

2. How to properly modify the Finder.Icons.

(Wait a minute - We said you couldn't do this!)

a) Make a copy of the Finder.Icons file and delete all of the icons you don't want to change. You Must delete the Generic Document icon. It's last in the file. The Finder gets really upset if there is more than one of these.

b) Edit the icons you want to change and save the file with a new name of your choice. Your edited icons will be used in place of the corresponding icons in Finder.Icons.

c) You can change the Trashcan's image but you can't increase its size much. Don't try to change any of its other characteristics.

3. Fun with Folders.

Want customized folder icons? It's easy.

a) Open Finder.Icons and copy the Directory folder icon - labeled DIR.

b) Open a new or existing icon file of your own and save the copied folder icon there. Close the Finder.Icons file.

c) Edit the icon to add a picture or whatever and change the filename for the icon to the name of the folder you want this icon to represent.

d) Now you have a customized folder icon. To do more, use copy and paste to duplicate the icon in your file and edit the copies.

4. Some general info:

Other than Finder.Icons, icon files are loaded by the Finder in directory order. If there are multiple icons that could match a given file or filetype, the last one loaded will be used. This happens because the Finder loads the icons files as they're found in the directory and then searches the list of icons backwards from last to first looking for the first match it can find.

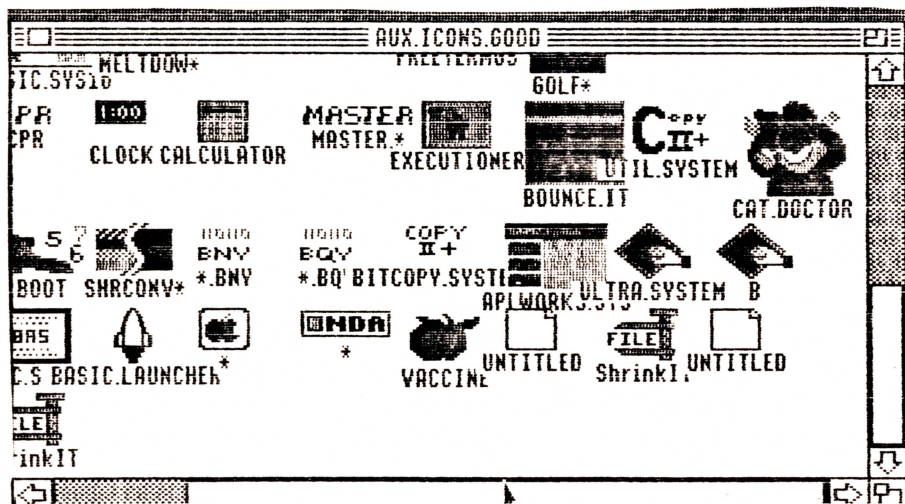
If none of your custom icons match a given file, the Finder will always find a match of some sort in Finder.Icons, with the Generic Document Icon being the match of last resort.

So if the Icon you see is not the icon you expected, you probably have more than one icon that matches your file and the one shown is farther down in the directory than the one you wanted. You can rearrange the directory or better still, just delete the duplicate icons you don't want.

It's smart to delete any icons that you're not using. They're all loaded by the Finder and each uses a certain amount of memory, whether it's displayed or not.

Have fun.

-- Rob (Provided by Ethel Graham)



These are some of the icons as seen on the Icon Editor v.1.2.1 by Paul Elspeth. The icons are public domain; the Icon Editor is shareware (\$15.00). The Icon Editor is available in the SJAUG IIGS library.

A Teen's Eye View

By Jessica Bullion

Hi! My name is Jessica. I'm 15 years old and I am a freshman at Eastern High School. I will be reviewing some disks that are kept in the GS library. I'm going to use a rating system of one to five apples. One apple is bad, two apples are poor, three apples are average, four apples are good, and five apples equals a "gotta get". GS14 is what I'm going to review first and comes from the BIG RED COMPUTER CLUB. It is self bootable and has documentation files that tell you how to use it. GS14 has sounds and songs.

To run Sound Studio, you have to have PRODOS 16 or GS/OS. These sounds are all found in Sound Studio:

ILLBACK - That is Arnold Schwarzenegger's voice, from one of his movies.

NANANA.OOF, a THREE STOOGES imitation, is one of the funny sounds.

MGM.LION, that is a lion growling.

BEEP, which sounds like someone saying whoops.

BONK.OOH This is someone saying "oh wow."

BOOM.000.45, a loud noise, then someone saying boom.

FREEZE This sound is made from weird noises.

GAME OVER.45 a voice that says "game over man", in a hippie sounding voice.

SCREAM.45 a Tarzan-like scream.

SOUND The voice in that one is Hal the computer from "2001:A Space Odyssey"

WOOB.WOOB The voice sounds like a bat.

Sound Studio allows you to change the sounds and even play them in reverse!

To hear the songs on this disk, you must use MUSIC CONSTRUCTION SET, or MUSIC STUDIO. Most of the songs on GS14 are done by the Beatles. The songs are LADY MADONNA, MICHELLE, ELEANOR RIGBY, HEY JUDE, SGT. PEPPER, and WHEN I'M SIXTY-FOUR. There is a short rendition of a BEETHOVEN SONATA. The last song is called POLISH DANCE. I don't know who that one was done by!!! GS14 has 8 great songs on the disk.

Sound Studio was interesting and okay. The songs are well done and sound very good. I rate this disk worth four apples.



T BLACK OAK



T JUNIPER



T LODGE POLE



T MAPLE



T PINE



T REX



T WHITE PINE



TROPICAL FISH

GRAPHICS DISKS-OF-THE-MONTH

By P. Mark Wannop

PRINT SHOP DISK-OF-THE-MONTH

The current Print Shop DOM graphics disk is SJAUG #9, also known as BRCC H-21. The disk includes 68 graphics. There are a couple of Mickeys, Snoopy, Big Bird, Grover, and a jack-o-lantern. There are seven graphics of trees, including an apple (of course), a juniper, a black oak, and a white pine. And there are lots of animals on this disk - several bears, a couple of butterflies, two different elephants, several fish, several birds (with a nice bald eagle), and even a louse! (If the louse makes you uneasy, there is also a "no lice" graphic...) The disk is bootable, and includes the viewing program that displays the various graphics on your screen. (Incidentally, although these graphics are all PD graphics, it should be mentioned that the following characters are copyright: Mickey is copyright by the Disney Corporation, Snoopy is copyright by United Features Syndicate, and the Muppet characters are copyright by Children's Television Workshop, Jim Henson Enterprises, and the Disney Corporation.)

GIF/RLE DISK-OF-THE-MONTH

This disk contains 18 pictures that can be viewed with the IIGIF program; three are color GIF files, two are monochrome GIF files, and thirteen are monochrome RLE files. Some are digitized photographs, such as pictures of James Cagney, Bill Cosby, and "ABCNEWS" which shows Peter Jennings with Ronald Reagan on the chromakey inset. There's a picture of Bambi, Thumper and Flower (Copyright Disney Corp.) and one of Bugs Bunny (copyright Warner Bros.). There's an astronaut, a Ferrari, John Lennon, and the Mona Lisa. There's even a smurfette in a bikini (!), although this one is a tad lacking in detail...

If you don't have the IIGIF program, it is in the library; it will convert the GIF or RLE pictures to either monochrome or color Hi-Res or Double Hi-Res screens, and these can be saved to disk as Hi-Res or DHR files. One can then use one's printer card or a utility program to dump the pictures to a printer if desired. An appropriate picture can then be incorporated into the title page of a report, etc.

The following was downloaded from **America OnLine** and is printed in its entirety.

Beagle Bros, TI&IE, and The AppleWorks Educator are pleased to announce the TimeOut for Teachers Contest.

If you use AppleWorks *with* TimeOut *Programs* in your classroom this is your chance to win some great prizes!

We'd like to know how you are using **TimeOut** in your classroom. If you've created lessons using **TimeOut** products then you may be ready to enter right now! If you haven't, now is your chance to turn your ideas into lessons that can win you and your school district one of the following prizes.

First Place *(One winner)*: An AppleWorks Site License for your school and a FULL KENNEL (all of them!) *of the latest* Beagle TimeOut Products, a complete set of the TI&IE monthly disks (a library of over 900 AppleWorks templates and files) and a complete collection of The AppleWorks Educator - PLUS a six disk subscription to the monthly TI&IE disk and a full year's subscription to The AppleWorks Educator.

Second Place *(Two Winners)*: Three Beagle *Bros* TimeOut products of your choosing, a complete set of the TI&IE files (a library of over 900 AppleWorks templates and files) and a complete collection of the back issues of The AppleWorks Educator - PLUS a six disk subscription to the monthly TI&IE disk and a full year's subscription to The AppleWorks Educator.

Third Place *(10 Winners)* : One Beagle TimeOut product of your choosing, a six disk subscription to TI&IE monthly data disks and a year's subscription to The AppleWorks Educator.

--- Prizes will be awarded in two categories: Elementary & Middle School Lessons (K-9) and Secondary and Post-Secondary Lessons (10th grade and beyond).

Simply send lessons you've created which utilize TimeOut and AppleWorks along with a brief description (not more than 200 words), *all files used in the lesson*, and your name and school address on a 5.25 or 3.5 inch AppleWorks data disk to:

TI&IE
TimeOut Contest
P.O. Box 6229
Lincoln NE 68506

Lessons should include teacher objectives, required materials, any prerequisite skills, and a description

of the procedures involved (including number of sessions, time requirements, etc.).

Contest Rules

-All entries must be postmarked no later than May 30, 1990 and shall be submitted on disk as AppleWorks files.

-All entries must be the exclusive original work of the named contestant(s) and may not include any material copyrighted or developed by others.

-Judges from Beagle Bros, TI&IE, and The AppleWorks Educator shall make a final determination of the winning entries. All award determinations are final.

-Contest entries become the property of Beagle, TI&IE, and The AppleWorks Educator and will not be returned to contestants.

-Contestants agree that sponsors of the TimeOut for Teachers Contest can use their entries for display, publication, or inclusion in future publications without compensation or further notification to the contestants.

-Winners will be notified by August 15, 1990. Contest void where taxed, restricted, or prohibited by law.

HEBREW WORD PROCESSOR FOR APPLE IIGS

Chicago, Illinois, November 28th, 1989 - Davka Corporation, the world's largest developer of Hebrew software, has released HaSofer, a bi-lingual, bi-directional word processor for the Apple IIGS computer, that enables users to write documents in Hebrew (from right to left), English, or a mixture of the two.

HaSofer the Hebrew word for scribe uses the renowned Macintosh-style 'point and click' GS interface, and has a wide array of sophisticated features such as pull-down menus, keyboard commands, search-and-replace, and ruler-based formatting.

HaSofer includes two Hebrew fonts that can be used in different sizes and styles, and permits the user to edit several documents on-screen at the same time. HaSofer requires a minimum of 512K of RAM, and one 3.5 disk drive. The program is priced at \$199.

Davka has developed over 100 programs in the areas of Hebrew language and Judaic studies for the Apple II and Macintosh computers. For more information, call or write Davka at (312) 944-4070, 845 N. Michigan Avenue, Suite 843, Chicago, Illinois.

SJAUG CALENDAR

JANUARY 12, 1990 - Friday

Board Meeting - 7:30 pm -the Bullions-
4 Constitution Blvd., Berlin

JANUARY 19, 1990 - Friday

Main Meeting - 7:30 pm -Voorhees Community
Center - topic: tax programs

JANUARY 24, 1990 - Wednesday

IIGS SIG - 7:30 pm - Call Bob Bobik for details
and directions - 778-2105

JANUARY 25, 1990B - Thursday

Classic Apple SIG - 7:30 pm - Call Mike
Wogan for details and directions - 854-6445

Beginners' MAC SIG: Not meeting. This SIG is on hold
for the time being; however, Ed Gaugler will be
glad to answer questions or help new users on a
case-by-case basis: 424-5547.

New AppleWorks SIG: Contact Bev Darkatsh for
details at 365-5821, Monday through Friday.

COMING IN FEBRUARY:

February 9, 1990 - Board Meeting

February 16, 1990 - Main Meeting - ART CONTEST and
ELECTIONS !!

continued from page 7

Games" was released. It revealed to the general public, albeit in an entertaining medium, how some hackers are able to do the things they do and the harm done, regardless of intent. In many ways, the escalation of computer hacking has risen dramatically since this time. Details of how replicating programs work have been published in such esteemed magazines as Scientific American. The personal computer is reaching into the home in ever larger numbers and hacking is more prevalent than ever. In 1984, the term "virus" is applied to these self replicating programs by Professor Fred Cohen. At one of his demonstrations, he shows how destructive these new programs can be. The last five years have seen a rapid rise in viruses and their infiltration into the computing world.

Well, I suppose I've alarmed you enough to pique your interest. Next time, I'll get into some specific viruses and how they work. If space permits, I'll also touch on preventive techniques we can all use.

ATTENTION RETAILERS

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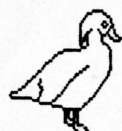
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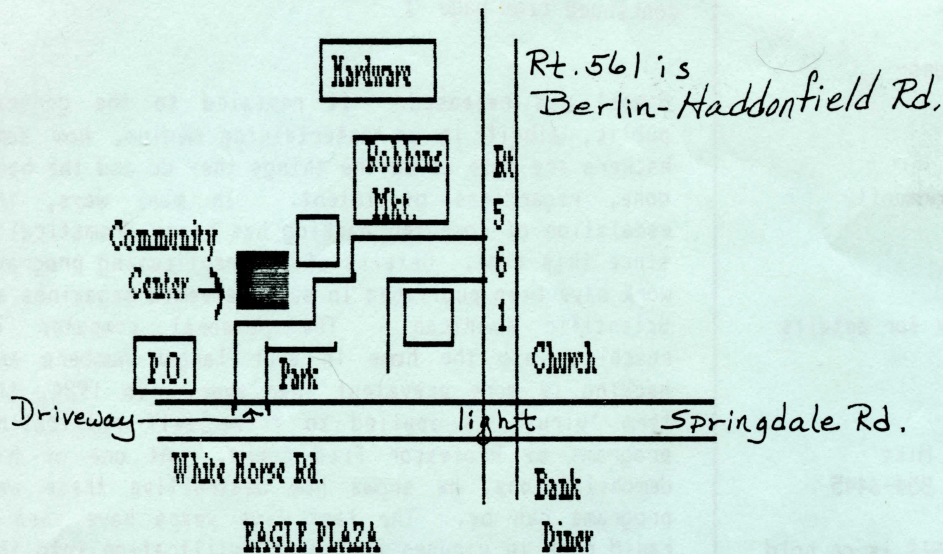
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T APPLE



~ MAP TO MAIN MEETING ~

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The Newsletter of the South Jersey

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